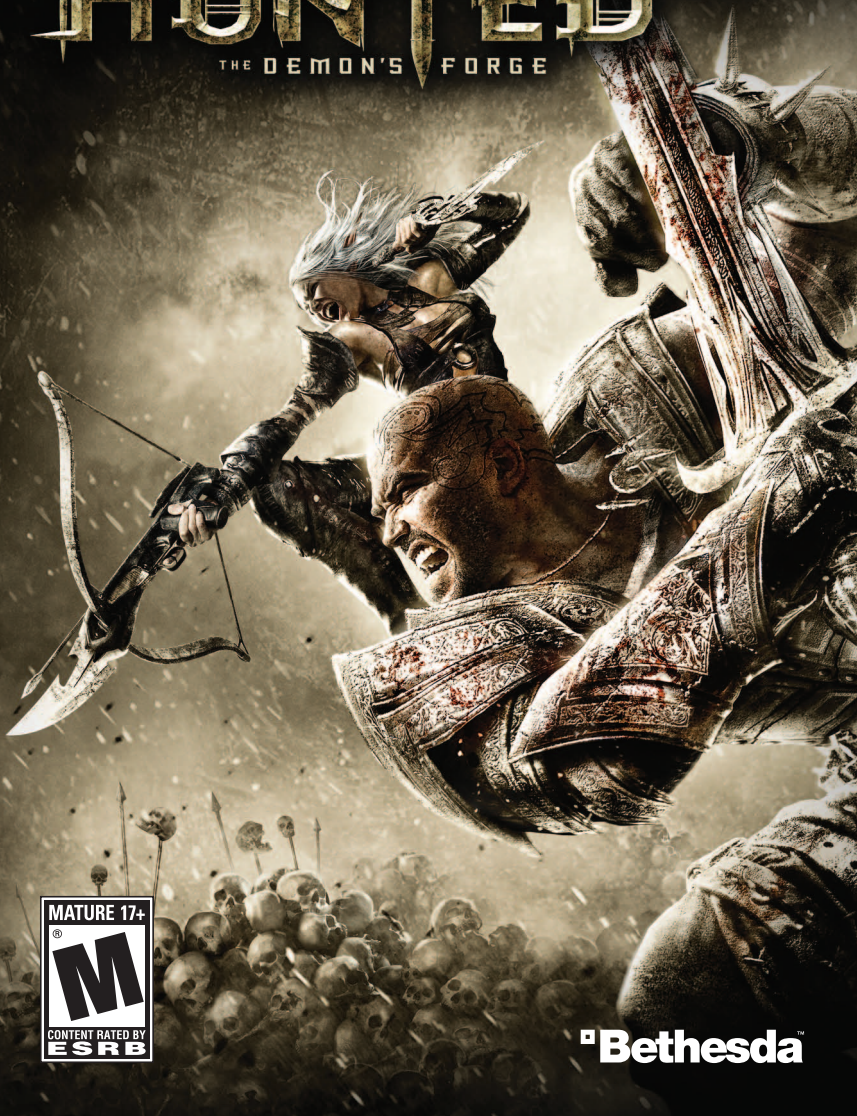




Games
for Windows®

HUNTED™

THE DEMON'S FORGE



Bethesda™

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

GAMEPLAY CONTROLS



Pause Menu
ESC

Mapped Skills
1 2 3 4

Character Info
TAB

Use active skill (Hold for Battle Charge)*
Q

Move
W A S D

Use (Hold for Point of Interest)
E

Use health potion
R

Switch to secondary weapon
F

Character Info
T

Heavy melee attack (Fury bonus attack) / **Zoom** (ranged)
SHIFT

Golden Waypoint / Find Buddy
Z

Toggle melee/ranged
CTRL

Take Cover / Dive
SPACE

Heavy melee attack (Fury bonus attack) / **Zoom** (ranged)
CLICK WHEEL:
Toggle melee/ranged

Light Attack (melee) / Shoot (ranged)

Block (melee) / Aim (ranged)

MAIN MENU

Continue

Resumes play from the last saved checkpoint. Autosaves occur when the Hunted logo appears in the bottom right corner of the screen. Note that only the most recent checkpoint is saved.

Adventure

Slots – Hunted provides the player with two save game slots. This allows the player to create a separate set of heroes while preserving the previous set.

Single Player –

Start adventure will start a single player campaign.

To return to the campaign, choose **Continue**.

To begin a new campaign, choose **Adventure** and select a new save game slot.

Online – Select to play Hunted cooperatively online.

LAN – Select to play Hunted cooperatively via LAN.

Adventure +

Once you've completed the campaign in either Casual, Gamer, or Hardcore mode, you'll unlock Adventure +. This mode will allow you to play with upgraded armaments and unlock tweaks, and unlock Old School mode.



Crucible

Gold collected during the Adventure unlocks creatures, maps, and weapons that be used to create and share custom experiences.

Options

Adjust game, display, audio, and control settings or view game credits.

Special Features

Extras – Manage Campaign Tweaks unlocked after winning a campaign.

Enter Preorder Code – Redeem your pre-ordered premium content.

SCREEN LAYOUT

E'lara's Screen Layout



Caddoc's Screen Layout:



1 Health

2 Health Potion

3 Mana Potion

4 Mana

5 Enemy Health

6 Fury Attack Meter

7 Charge Meter

8 Arrow Count

9 Mapped Skills

10 Weapon Comparison

COMBAT



On the battlefield Caddoc and E'lara are a deadly combination. Both characters can attack enemies using either a melee weapon, like a sword, or by using a ranged attack with a bow. Caddoc excels at close-quarters combat and E'lara is most dangerous from a distance. Only by working together will Caddoc and E'lara survive what lies ahead.



Caddoc

By successfully blocking and chaining attacks, Caddoc's heavy attack meter will fill up. This heavy attack meter allows Caddoc to unleash devastating attacks when face-to-face with a foe. However, when unused this meter depletes over time, so be sure to take advantage of this power before it drains away.

Caddoc's crossbow can be deadly, he is slow to reload. In order to close the gap between him and his target without incurring damage from ranged attacks, players will need to sprint, take cover, and effectively use their shield.

E'lara

E'lara is a master huntress and unlike Caddoc she can use a variety of bows. Some of these ranged weapons allow for an additional level of zoom or a rapid fire of arrows. E'lara can either devastate enemies from a distance while using cover and pinpoint accuracy, or she can unload a barrage of arrows while dodging attacks and flanking her opponents.



Twice as Deadly

Caddoc and E'lara can heal themselves by using health potions, but when all health is depleted the characters will fall to the ground in an injured state. Their uninjured partner then has a short amount of time to throw a regen vial to bring them back into the game. If both Caddoc and E'lara go down to the ground the game is over and players will have the opportunity to start at their last check point.

MAGIC



Early in the adventure Caddoc and E'lara will learn to use two types of magic. Weapon magic is applied to Caddoc's melee attacks and to E'lara's bow. Battle magic is used to attack enemies directly and some spells like Brimstone, Sigil of Pain, and Dragon's Breath are not just offensive spells but they can be used to make your ally twice as powerful.

When enough Dragon Tears are collected, Caddoc and E'lara will gain access to perform a Battle Charge. By holding down the magic button they will infuse their partner with the power of a spell. When even more Dragon Tears are collected Caddoc and E'lara can perform an advanced move called Spell Link. If both characters perform a Battle Charge at the same time a magic tether with form between them that destroys anything in its path.

GAMEPLAY



Weapons

Various weapons are at the players' disposal. New weapons can be found by breaking weapon racks and exploring the environment.



Shields

Shields can be used to block enemy attacks but degrade over time and must be replaced.



Armor

Armor discovered can be used to reduce the damage of incoming attacks.



Battle Charge and Spell Link

By collecting enough Dragon Tears the player will gain the ability to Battle Charge (see Controls), and eventually the ability to Spell Link. To perform a Spell Link both players must simultaneously Battle Charge each other.



Obelisks

Interacting with an Obelisk allows players to swap characters. If playing cooperatively, both players must interact with an Obelisk in order to swap characters.



Secrets and Puzzles

While playing Hunted, players can discover secret areas. These secret areas may require players to solve puzzles that unlock gold, weapons, and other bonuses.

Gold

Collect gold while playing the Adventure to unlock content in Crucible.



Deathstone

The Deathstone can be used to speak with the dead who provide story information and hints to discovering secret treasures.



Crystals

Exchanging crystals at Seraphine portals allows players to upgrade their skills and spells. Crystal shards can be collected and pieced together into full crystals. Crystals and crystal shards can be found throughout the environment.



Dragon's Tears

While playing Hunted, players can discover Dragon's Tears which unlock new Abilities.



Prisoners

While adventuring, Caddoc and E'lara may encounter bound prisoners. Shoot the ropes to release them and to receive helpful hints.



CRUCIBLE



Gold collected during the Adventure unlocks creatures, maps, and weapons that be used to create and share custom experiences.

Create – Create a new Crucible dungeon.

Browse Maps – Select previously created maps to play or edit.

Join – Join another player's Crucible dungeon.

Unlockables (Gold) – View content unlocked by collecting Gold from playing Adventure and Crucible maps.



Use the grid to piece Rooms together or randomize a dungeon and begin playing Crucible instantly. Each Room can be customized to the creator's preferences, including:

Room Theme – Select the style and setting of the room.

Pick Ups – Select items dropped by defeated enemies.

Surge – Select enemy types and the order in which enemies spawn.

Modifiers – Select bonuses or punishments for players and enemies.

Loadout – Select starting equipment for the players.

MULTIPLAYER

You can play Hunted cooperatively with a friend either online or via LAN.

FAMILY SETTINGS

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. For more information, go to www.gamesforwindows.com/isyourfamilyset.



HUNTED: THE DEMON'S FORGE

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TECHNICAL AND CUSTOMER SUPPORT

For technical and customer support, please call 410-568-3685, 9:00 am to 5:00 pm Eastern time Monday through Friday, excluding holidays or visit www.bethsoft.com. If you are outside the United States, send your Game disc to Bethesda Softworks, 1370 Piccard Drive, Suite 120, Rockville, MD 20850, USA, together with a dated proof of purchase, your product number, a brief description of the error or defect, and your return address.



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